

COLLEGE OF FINE ARTS: SCHOOL OF DESIGN

Carnegie Mellon University's College of Fine Arts, a community of internationally recognized artists and professionals organized into five schools, has set its sights on being known as the definitive international hub of arts, architecture and design education, research and practice in the 21st century. We welcome visionaries and creative thinkers to study alongside our world-class faculty, staff and students to produce new culture, knowledge, techniques and technologies in architecture, art, design, drama and music.

– Design with a World View

Strong design takes into account sustainability, effectively communicating a message and collaborating across design disciplines. The College of Fine Arts prepares students to become tomorrow's designers by practicing these techniques within a community that values design, arts, sciences and humanities. Here, you'll experience opportunities and challenges that cultivate creativity.

You'll learn to solve problems with your designs — and you'll create works that inspire and engage. You'll develop products, artifacts, environments, systems and services that support and enhance the quality of human interactions. And you'll forge your individualized educational path, choosing electives and a design focus that represent the designer you strive to become.

Along the way, you may discover new interests to shape your creativity through interdisciplinary learning opportunities that allow you to explore diverse subject matter. You may also choose to pursue a minor in human-computer interaction, psychology, photography, business or another program of interest. As you grow within the School of Design, you'll find yourself seeing the world through a designer's eyes.

FIRST-YEAR CLASS

– FALL 2021

33

– Did you know?

Carnegie Mellon Design students have **24-HOUR ACCESS TO A STUDIO WITH A DEDICATED WORKSPACE**. We encourage our students to **explore design** in a collaborative and interdisciplinary context.

Design students take 30% of their courses **OUTSIDE OF THE SCHOOL OF DESIGN**, and nearly 60% of our undergrads **earn minors or second majors**.

ALL DESIGN STUDENTS have one general academic advisor: the assistant head of the school. **Students are also encouraged** to seek out design faculty for course-specific advising.

Popular **STUDENT GROUPS** **INCLUDE:** American Institute of Graphic Arts (**AIGA**), Industrial Designers Society of America (**IDSA**) and the **Design League**.

20% of the junior design class choose to **SPEND A SEMESTER ABROAD**.

Programs

School of Design

Bachelor of Design

Products
Communications
Environments

Intercollege Degrees

Bachelor of Computer Science and Arts
Bachelor of Humanities and Arts
Bachelor of Science and Arts

Sample of First-Year Courses

Collaborative Visualizing
Design Lab
Interpretation and Argument
Introduction to Photo Design
Placing
Psychology
Studio: Survey of Design
Systems
Visualizing

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— Curriculum Overview

An education at the School of Design explores and expands your creativity as you enhance your critical-thinking skills. You'll start with the tools, culture and practice of design. You'll study the business, social and environmental challenges that face today's designers. You'll choose one (or more) design studio tracks focused on products, communications and environments to pinpoint and fine-tune your design specialty.

The curriculum is based on the overarching theme of designing for interactions — touchpoints between design and people that take into account both the built world and the natural world. Our undergraduate program offers three complementary tracks in Products, Communications and Environments. You can choose to specialize in one of those areas or pursue a more interdisciplinary focus by combining two of the three. These areas of focus represent ways to frame and solve problems, leading to meaningful change.

As you grow creatively, you'll have the opportunity to take interdisciplinary courses and electives. Additional opportunities include study abroad, research and more than 400 clubs and organizations that allow you to pursue your passions outside of the classroom.

— Alumni Accomplishments

Our alumni are making an impact in design positions across the country.

Alice Fang (BDes 2021 | Communications)
Digital News Design Fellow at The New York Times; New York City, NY

Dani Delgado (BDes 2021 | Products)
Junior Industrial Designer at Core Bamboo; New York City, NY

Jaclyn Saik (BDes 2021 | Communications)
Product Designer at Asana; New York City, NY

Lauren Kenny (BDes 2021 | Communications)
Product Designer at Maven Machines; Pittsburgh, PA

Miranda Luong (BDes 2021 | Environments)
Interaction Designer at Siemens Healthineers; Princeton, NJ

Sophia Kim (BDes 2021 | Communications)
Designer at IBM; New York City, NY

Asher Blackburn (BDes 2020 | Products)
Design Consultant at Zenda Consulting; Boulder, CO

Cameron Burgess (BDes 2020 | Environments)
Designer at Apple; Cupertino, CA

Maayan Albert (BDes 2020 | Environments)
Creative Technologist at Lumi Labs; San Francisco, CA

Maddie Headrick (BDes 2020 | Communications)
Design Analyst at Deloitte; New York City, NY

Robert Managad (BDes 2020 | Communications)
Product Designer at Duolingo; Pittsburgh, PA



AVG STARTING SALARY

\$86,571

GRADUATE SUCCESS

— **66%** Employed or in grad school within six months of graduation






DATA AS OF JANUARY 2021
83% OF GRADUATES RESPONDING

RECENT EMPLOYERS

Apple	Hulu
Deloitte	Bungie
Duolingo	LinkedIn
Lumi Labs	Palantir Technologies
IBM	Thinx

Carnegie Mellon University

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